8. A display unit as described in claim **1** wherein said passive matrix is negative display mode liquid crystal display technology.

9. A display unit as described in claim **8** wherein said unmapped memory locations within said frame buffer memory controls said plurality of pixels comprising said pixel border directly via a liquid crystal display controller and drivers.

10. A display unit as described in claim **8** wherein said liquid crystal display technology is supertwisted nematic.

11. A display unit as described in claim **1** wherein said predetermined width is two pixels.

12. A display unit as described in claim **1** wherein said passive matrix comprises 160 rows and 160 columns of discrete pixels.

13. A portable electronic device comprising:

a processor coupled to a bus;

a memory unit coupled to said bus;

a user input device coupled to said bus; and

a display unit coupled to said bus and comprising:

a display passive matrix of independently controllable pixels comprising n rows and m columns of discrete pixels, said display matrix operable to generate an image in response to electronic signals driven from row and column drivers coupled thereto, said image representative of information stored in a frame buffer memory of a hardware abstraction layer; and

a pixel border surrounding said display matrix and comprising a plurality of pixels which are controlled to a color state by one or more unmapped locations of said frame buffer memory without a timing synchronization mechanism external from said hardware abstraction layer.

14. A portable electronic device as described in claim **13** wherein said color state of said pixel border is controlled to correspond to information within a locus of said frame buffer, said locus comprising one or more unmapped memory locations within said frame buffer memory.

15. A portable electronic device as described in claim **14** wherein said locus of said frame buffer comprises a single pixel of memory within said frame buffer.

16. A portable electronic device as described in claim **14** wherein said locus of said frame buffer comprises a row of pixels of memory within said frame buffer.

17. A portable electronic device as described in claim **16** wherein said row of pixels of memory within said frame buffer comprises n pixels of memory within said frame buffer.

18. A portable electronic device as described in claim **14** wherein said locus of said frame buffer comprises a plurality of rows of pixels of memory within said frame buffer.

19. A portable electronic device as described in claim **18** wherein each said row of pixels of memory within said frame buffer comprises n pixels of memory within said frame buffer, each said row mapping to a corresponding portion of said plurality of pixels comprising said pixel border.

20. A portable electronic device as described in claim **13** wherein said passive matrix is negative display mode liquid crystal display technology.

21. A portable electronic device as described in claim **20** wherein said frame buffer controls said plurality of pixels comprising said pixel border directly via a liquid crystal display controller and drivers, without a timing generation mechanism.

22. A display unit as described in claim **20** wherein said liquid crystal display technology is supertwisted nematic.

23. A display unit as described in claim **13** wherein said predetermined width is two pixels.

24. A display unit as described in claim **13** wherein said passive matrix comprises 160 rows and 160 columns of discrete pixels.

25. In an electronic system comprising a hardware application layer with a frame buffer memory, and a negative display mode liquid crystal display with a passive matrix drive comprising a liquid crystal display controller, drivers, and a liquid crystal display matrix with an active pixel area and a pixel border, a method of controlling the color of said pixel border comprising:

monitoring a locus within said frame buffer memory for information;

determining a color for said pixel border corresponding to said information;

generating a pixel border color signal corresponding to said color;

transferring said pixel border color signal to said liquid crystal display controller;

generating a pixel border color writing signal corresponding to said pixel border color signal; and

impelling said drivers to write a color to said pixel border according to said pixel border color writing signal, wherein said impelling said drivers to write a color to said pixel border accordingly does not involve a timing synchronization mechanism external from said hardware abstraction layer.

26. The method as recited in claim **25** wherein said monitoring a locus within said frame buffer memory for information, said determining a color for said pixel border corresponding to said information, and said generating a pixel border color signal corresponding to said color is performed by said hardware abstraction layer.

* * * * *